

# THE LOCUST PEOPLE

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## SETUP

One person plays the adventurer, seeking a lost treasure deep within the Barren Mire.

Everyone else plays the Locust People, The Barren Mire's fierce and fickle guardians, bound to the treasure the adventurer seeks.

## PLAY

The adventurer describes their movement through the mire, the ancient ruins they come upon, and their eventual arrival upon the treasure they seek.

Whenever the Adventurer does something that upsets the Locust People, they will begin to hum. With further offenses the volume of their hum will rise. The Adventurer can attempt to do things to appease or quell the Locust People's wrath. If the Locust People accept the overture, they will lower the volume of their hum accordingly.

## END

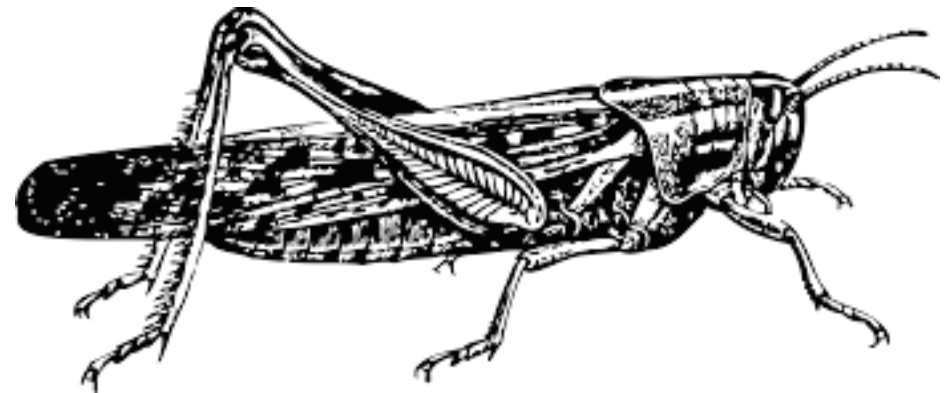
If the humming of the Locust People becomes too loud to bear, the Adventurer raises their hands and says:

*"But the Locust People were too fierce, and the adventurer was lost forever amidst the swarm."*

If the Adventurer reaches and acquires the treasure, the Adventurer raises their hands and says:

*"And so the adventure prevailed, and with the treasure's magic, they..."*

And thus completes the tale.



a 200 Word RPG Challenge submission

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